

FAKHRI RASYID SAPUTRO

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Central Java, Indonesia

SUMMARY

Android Developer with three years of experience developing Android applications. Passionate about SOLID principles and Clean Architecture, experienced in government and industrial projects, as well as creating libraries. Skilled in independent and team work, committed to advancing Mobile Development expertise and impactful projects.

EDUCATION

Universitas Dian Nuswantoro (GPA 3.83)

Informatics Engineering

Semarang, Indonesia

2021 - 2025

SMAN 1 Salatiga

Mathematics and Science

Salatiga, Indonesia

2018 - 2021

PROFESSIONAL EXPERIENCE

Fischer Medical Ventures

Remote Android Developer

Central Region, Singapore

September 2024 - March 2025

- Created multiple android applications that seamlessly integrated with medical hardware via USB and Bluetooth Low Energy (BLE), enabling real-time device control directly from the Android device.
- Led the team to conduct a research on technologies such as medical hardware integration toolkits, real-time video call systems, and on-device AI models for production-ready solutions.

Traveloka (Travel Activities Department)

Android Engineer Intern

Tangerang, Indonesia

February 2024 - June 2024

- Implemented new features using design patterns and developed unit and UI tests with a minimum of 70% code coverage to meet development and application requirements in the Travel Activities modules.
- Fixed bugs and refactored features in Kotlin and Java code within the Travel Activities modules of the Traveloka app to enhance application performance.
- Conducted in-depth research on the latest Android technologies and trends to identify and apply innovative solutions for enhancing the Traveloka Android application.

Part Time Freelancer

Mobile Developer

Semarang, Indonesia

January 2022 - January 2024

- Constructed various mobile applications from scratch using technologies such as Kotlin/Java, Flutter, or React Native with supporting back-end frameworks to meet specific client needs effectively.
- Proactively lead, manage, collaborate, and effectively communicate with the development team when the projects transitioning into team efforts, particularly when modules are tightly integrated.
- Actively communicate with clients to understand their requirements, consistently provided updates, and incorporated their feedback to ensure the delivery of products that meet their expectations.

DOSCOM: Dinus Open-Source Community

Android Development Trainer and Speaker

Semarang, Indonesia

May 2023 - June 2023

- Provided and led tailored training in Kotlin & Java, Object-Oriented Programming (OOP), and the development of simple Android applications using Android Studio targeting high school and vocational students at SMKN 9 Semarang, SMK Palapa Semarang, and SMK Nurul Barqi .

ORGANIZATIONAL EXPERIENCE

Google Developer Student Club UDINUS (GDSC Udinus)

August 2023 - July 2024

- **Head of Event Core Team:** Effectively lead, organize, and manage events for UDINUS Google Developer Students Club, including workshops and technology-focused bootcamps.

Dinus Open-Source Community (DOSCOM)

August 2022 - July 2024

- **Head of Human Resource Field:** Actively lead and manage the Programming, Multimedia, and Network divisions, overseeing training and fostering knowledge-sharing through mentoring.

FEATURED PROJECTS

Space Attack (Kotlin Multiplatform, Jetpack Compose, Swift)

January 2025

Personal Project

- Develop a space invader-like game utilizing custom native view with Jetpack Compose and SwiftUI for both Android & IOS Platform, with the business logic mechanism written in Kotlin Multiplatform.

Leech (Kotlin)

September 2024

Open-Source Android Library

- A lightweight, open-source Kotlin library for efficient background file downloads, using CoroutineWorker, Kotlin Flow, Room, and Retrofit with seamless updates and notifications.

Traffic Sense (Kotlin, Laravel)

January 2024

Personal Project

- Creating a mobile app that can help reduce air pollution through features including tracking air pollution sensors, dynamic routing to find routes with less pollution, and carpooling.

Ndoro Kojo Livestock Application (Kotlin, Laravel)

November 2023 - December 2023

Semarang District Government

- Build a mobile livestock application management to assist in recording information about livestock and breeders under the jurisdiction of the Kabupaten Semarang government.

Absenin (Kotlin, Laravel)

June 2023 - August 2023

PT. IDEA BUILDING SERVICE Semarang

- Develop a mobile application for employee attendance tailored to the industrial sector, utilizing the geolocation feature as the primary method for attendance tracking.

Jukee (Java, Firebase)

November 2022

Freelance Project

- Develop a Spotify-like music streaming app with real-time synchronized playback across multiple users, integrated with Firebase for backend services.

COMPETITIONS

- **Hackfest 2023 Indonesia Participant** (GDSC Indonesia)
- **Rank #2 ITC Software Developing 2022 Competitions** (HMTI Udinus)
- **Rank #3 HI-TECH Software Developing 2023 Competitions** (HMTI Udinus)

SKILLS

- **Programming Languages:** Kotlin, Java, Dart, JavaScript, PHP, Python, Matlab.
- **Frameworks:** Jetpack Compose, KMP, Flutter, React Native, Laravel.
- **Mobile Development Needs:** MVVM, MVP, TDD, OOP, Modularization, Reactive Programming, Dependency Injection, CI/CD, Jenkins, Firebase.